14th IEEE International Conference on Embedded and Ubiquitous Computing (EUC 2016)

August 24-26, Paris, France
http://euc2016.conferences-events.org

Introduction

Embedded and ubiquitous computing is an exciting paradigm that promises to provide computing and communication services to the end users all the time and everywhere. Its systems are now invading in every aspect of our daily life and promise to revolutionize our life much more profoundly than elevators, electric motors or even personal computer evolution ever did. The emergence of this technology is a natural outcome of research and technological advances in a variety of areas including embedded systems, pervasive computing and communications, wireless networks, mobile computing, distributed computing and agent technologies.

The 14th IEEE International Conference on Embedded and Ubiquitous Computing (EUC 2016) is the next event, in a series of highly successful International Conferences on embedded and Ubiquitous Computing (EUC), previously held as ICDCS-ECS04 (Tokyo, Japan, March 2004), EUC-04 (Aizu, Japan, August 2004), EUC-05 (Nagasaki, Japan, December 2005), EUC-06 (Seoul, Korea, August 2006), EUC-07 (Taipei, Taiwan, December 2007), EUC-08 (Shanghai, China, December 2008), EUC-09 (Vancouver, Canada, August 2009), EUC-10 (Hong Kong,China, December 2010), EUC-11 (Melbourne, Australia, October 2011), EUC-12 (Paphos, Cyprus, December 2012), EUC-13 (Zhangjiajie, China, November 2013), and EUC-14 (Milan, Italy), EUC- 15 (Porto, Portugal).

EUC 2016 will take place in Paris, France. The conference will be held from 24 to 26 August, 2016.

Scope and Interests

The EUC 2016 conference will provide a forum for engineers and scientists in academia, industry, and government to address all challenges including technical, safety, social, and legal issues related to embedded and ubiquitous computing and to present and discuss their ideas, results, work-in-progress and experience on all aspects of embedded and ubiquitous computing. Topics of particular interest include, but are not limited to:

- Hardware architectures and design tools
  - Reconfigurable architectures (e.g., FPGAs, CGRAs)
  - System-level, high-level, and RTL/Logic synthesis
  - Efficient hardware implementation for ubiquitous algorithms/computing
  - Application-specific processors and platforms for ubiquitous computing
  - Prototyping and simulation of ubiquitous and embedded applications
  - System/Network-on-Chip
  - Simulation and validation of mixed Hardware/Software systems
- Software and programming tools for embedded and ubiquitous computing
  - Prototyping and simulation of ubiquitous and embedded applications
  - Programming paradigms, languages, aspects of modeling and specification
  - Software and system architectures, including compilers, memory management, virtual machines, scheduling, operating systems, middleware, and code generation etc.
  - Modeling, analysis, and optimization of performance aspects such as timing, memory usage, energy, QoS, and reliability
  - Formal methods and verification, model driven design and implementation

- Human-computer interaction and human-in-loop systems
- Power-aware and green embedded and ubiquitous computing
- Embedded and ubiquitous computing applications, cyber-physical systems, such as electric vehicle, power grid, sensing and monitoring

➢ Mobile systems and applications for embedded and ubiquitous computing

- Mobile and ubiquitous computing architecture
- Tools for building and measuring mobile systems
- Innovative embedded, wearable or mobile devices
- Systems for location and context sensing and awareness
- Tools for building and measuring mobile and pervasive systems
- Wireless sensor network protocols

➢ Security, safety and reliability/dependability

- Cryptography, authentication, and privacy protection algorithms, protocols, architectures, and frameworks
- Malicious attack detection, analysis, and prevention
- Fault prevention, removal, forecasting, and tolerance of embedded and ubiquitous computing systems
- Verification, testing, and diagnosis tools and frameworks
- Security, privacy, safety, and dependability for hot areas: IoT, CPS, mobile computing, wireless sensor networks

➢ Data analysis and data management for embedded and ubiquitous computing

- Data management tools
- In-network query and processing
- Data mining and knowledge discovery
- High-performance data analytics tools and systems
- Integration of big data analytics in accurate decision-making and control
- Application case studies

Important Dates

Paper submission deadline (**extended**): ~~April 14, 2016~~ **April 29, 2016, 11:59pm UTC-12**
Notification of acceptance (**extended**): ~~June 7, 2016~~ **June 23, 2016, 11:59pm UTC-12**
Camera ready due: July 15, 2016
Conference: August 24-26, 2016

Paper Submission

Accepted papers from this conference will be submitted for publication by IEEE Computer Society in IEEE proceedings and submitted for inclusion into IEEE Xplore as well as other Abstracting and Indexing (A&I) databases.(indexed by EI Compendex). Distinguished papers, after further revisions, will be considered for possible publication in several SCI & EI indexed special issues of prestigious international journals. By submitting a paper to the conference, authors assure that if the paper is accepted, at least one author will attend the conference and present the paper.

Papers should be written in English conforming to the IEEE conference proceedings format (8.5" x 11", Two-Column, see http://www.ieee.org/conferences_events/conferences/publishing/templates.html). Full Papers (up to 8 pages, or 12 pages with over length charge) and Short Papers (up to 4 pages) are solicited.

Please submit papers via https://easychair.org/conferences/?conf=euc2016

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